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EmuMovies

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SUNSOFT® for the Nintendo Entertainment System®

NES-LG-USA

INSTRUCTION MANUAL

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SUNSOFT® warrants to the original purchaser only that the Game Pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Game Pak to SUNSOFT® or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

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Advisory

READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Sunsoft® nor Nintendo of America, Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Thank You . . .

. . . for purchasing the Sunsoft Lemmings™ Game Pak. Please read this instruction booklet carefully before starting to play the game. In doing so, you will be able to save even more Lemmings! Be sure to keep this manual in a safe place. These helpless critters are counting on you!

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What is a Lemming?

Lemmings are actually very small rodents that live in Northern Europe. Every so many years an unusual event happens: The Lemming population grows to immense proportions. At this time, the multitudes travel across vast spaces of land oblivious to any danger that may confront them. The Lemmings' only concern is to migrate forward, each following the next. Where are they going you ask? In an almost hypnotic state, they plunge, by the thousands, mindlessly into the sea towards certain annihilation.

This is your chance to play a part in a natural phenomenon and possibly help solve a puzzle which has baffled researchers for years.

Our Definition

lem·ming (lem'ing): adorable yet incredibly stupid furry creatures, lost in a maze of confusion. Known for walking off cliffs, wandering aimlessly into dangerous passageways and drowning by the thousands in small pools of water. Without your help, they have no chance for survival.

Let's Go!

Lemmings may be mindless but are luckily equipped with special skills that you must assign to them so that they can travel safely through many dangerous terrains. An experienced player will know precisely where and when to assign these skills to the token Lemmings who will build a safe path towards an exit and save the rest of their buddies. Your success is measured by the percentage you save.

It will take all your brain power to rescue as many Lemmings as possible from impending doom! As you see hordes of these cute little fellows march to their sad fate, a guilty conscience is not the only thing you will develop — it's sure to become an addictive obsession!

How to Start the Game

The number of Lemmings you will have to save in order to progress to the next level will vary depending on the level. You must assign skills to particular Lemmings to guide the others to safety within the time limit.

As soon as the Lemmings begin to fall from the trap door, they will proceed to the right. If they hit an obstacle, they will turn in the opposite direction. All they know is to keep marching forward even if it means their demise. Use the skills provided to save all you possibly can.

Insert the game pak then turn on the system. You will see a short demo and then the following title screen.

Move the control pad left or right to move cursor over option boxes.

Start: Press any button to begin.

New Level (password): Press A, B or Select Buttons.

Rating: Press control pad up or down to select one of four ratings.

FUN TRICKY TAXING MAYHEM

Obviously, levels of FUN are the easiest and game play becomes more difficult if you select MAYHEM.

Music or F/X: Press A, B or Select to set music or sound effects.

One Player Game

If you have selected the "Start Option" you will see the following screen message.

1) Name and number of the level you are about to play. In some instances, the name of the level may hint as to what may lie ahead, i.e. Just Dig! — Diggers must be used.

2) How many Lemmings will drop from the trap door.

3) The number you must save in order to proceed onto the next level.

4) The speed at which the Lemmings will fall from the trap door.

5) Time limit you have to complete the level.

6) What level of difficulty you have already selected.

7) Level Map.

Clearing the Level

Regardless of whether or not you have defeated a level, a scoring screen will appear once game play has ceased. This screen will tell you what number of Lemmings you needed to save and how many you actually save. If you have not defeated the level, you will be given the option to play the same level again. If you have defeated the level, you will proceed onto the next by pressing the "A Button".

All Lemmings must be cleared off of the playing screen before moving on to the next level. Those remaining as Blockers or trapped must be exterminated.

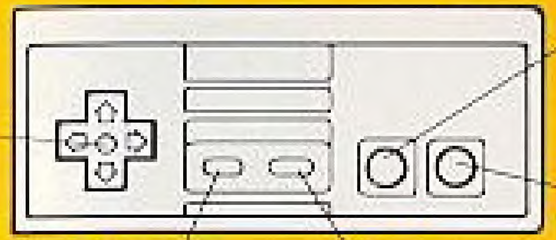
There are 100 levels in this game.

Password

The password for the following level will be given to you once you have completed the level before it. When you have completed a level, the scoring screen will appear containing a password for the next level. Write your passwords down and keep them in a safe place so that when you want to resume game play you do not have to start from the beginning of the game. (A password log has been provided in the back of this manual.)

To resume game play select "NEW LEVEL" on the title screen and press the A, B or Select Buttons. The Password Screen will appear. Select the letters that make up the password by using the control pad up or down to select the letters and left or right to move spaces. Once the password is inserted, the title screen will appear again and simply hit the start button to resume game play at that level.

How to Use the Controller



CONTROL PAD:
Moves cursor in all directions.
Scrolls screen to the left or right when cursor is placed at the very edge of the play screen.

B Button + CONTROL PAD:
Moves "selection box" over Lemming tasks at the bottom of the play screen to the left or to the right.

A Button:
Gives a Lemming the selected task when the cursor is placed directly over him.

START Button:
Starts and pauses game play. (Gives you time to think!

Task Menu

1) Amount of tasks that can be selected in that level
   — If there is no number, the task cannot be selected.

2) Lemming Bomb
   — Exterminates all Lemmings on the screen.

3) Timer
   — Complete the level before the time runs out. Time varies from level to level.

4) Number of Lemmings saved
   — This is indicated as Lemmings pass through the exit door.

5) Number of Lemmings currently on game play screen

6) "Paws"
   — Pauses game play.

Skills and/or Tasks

Skills and tasks may be limited in some levels. For example, Builders may not be available or only a certain number available for use. You must conserve skills and use them wisely in your plan to save the Lemmings.

Climber

When selected, this Lemming will scale anything that stands vertically in his path. Once you have commanded him to do so he will continue to be a Climber the entire time you play the level. For example, even if he is selected to dig at a later time, when the digging task is over he will become a Climber again.

Floater

When selected, this Lemming will be able to safely float down from heights that a normal Lemming could not survive. Once selected, he will remain a Floater for the duration of the level. (See Climber)

Bomber

When selected, this Lemming will explode, destroying "structurally weak" obstacles and portions of the playing field. However, he will not harm other Lemmings while doing so. Once commanded he will count down from five and after reaching one, he will explode.

Blocker

When selected, this Lemming will stop other Lemmings from walking past him.

Builder

When selected, this Lemming will build a bridge upward diagonally. He will build in the direction he is facing. However, he will only lay down 16 steps before he gives up and walks off of it.

Basher

When selected, this Lemming will dig horizontally through obstacles that block his way forward. After bashing through the obstacle he no longer remains a basher. Also, some obstacles cannot be penetrated. He can be commanded to do another task during bashing. However, he will stop bashing once commanded to do another task.

Miner

When selected, this Lemming will pick downward creating a sloping tunnel in the direction he is facing. Some obstacles cannot be penetrated. He can also be commanded during mining to do another task. (See Basher)

Digger

When selected, this Lemming will dig a tunnel straight down through obstacles. Some obstacles cannot be penetrated. He can also be commanded during digging to do another task. (See Basher)

Other Points to Note:

- Metal (shown as square plates and usually used to contain liquids) cannot be dug through.
- Builders stop constructing bridges:
  1. When they run out of bricks
  2. If the bridge hits a solid object
  3. If the Lemming hits his head while building

- Miners and Diggers keep digging until they dig through an earth layer, after which they fall through the bottom of the earth layer.
- Bashers keep digging until there is no more material in front of them to dig.
- A Lemming designated as a Climber or Floater retains these skills until the current level is ended or until he perishes.
- All other tasks take effect as soon as a Lemming is selected — make sure there is something to dig in front of a Basher or he will give up right away and you will have wasted a skill.
- A blocker will stop other Lemmings from passing only if they bump into his hands.

Basic Command Guidelines

Examples:

Situation 1: Steep Cliff

Solution 1: Command a Blocker to keep Lemmings from going over the cliff.
Solution 2: Command Lemmings to Float safely down.
Solution 3: Build a bridge to the other side.
Solution 4: Mine downward building a sloping pathway to safety.

OR Use a Combination of Commands:

Solution 5: Use a Blocker to keep Lemmings from falling while a Miner tunnels downward.

Situation 2: Wall blocking the Lemmings' path

Solution 1: Command a Basher to dig across through the wall.
Solution 2: Command the Lemmings to Climb over the wall.
Solution 3: Build a bridge up to the top of the wall.

OR Use a Combination of Commands:

Solution 4: Command two Lemmings to climb up the wall. Then command the first to block the next from passing by. When the second Lemming turns back, command him to Mine down to where the remaining Lemmings are trapped.

Situation 3: A trap blocks the pathway forward

Solution 1: Command a Builder to build a bridge over the trap.

OR Use a Combination of Commands:

Solution 2: Command a Miner to mine down towards the trap then turn the Miner into a Basher and tunnel out across under the trap.

Passwords

	FUN	TRICKY	TAXING	MAYHEM
Level 1				
Level 2				
Level 3				
Level 4				
Level 5				
Level 6				
Level 7				
Level 8				
Level 9				
Level 10				
Level 11				
Level 12				
Level 13				

	FUN	TRICKY	TAXING	MAYHEM
Level 14				
Level 15				
Level 16				
Level 17				
Level 18				
Level 19				
Level 20				
Level 21				
Level 22				
Level 23				
Level 24				
Level 25				

Tips and Hints

- Keep watching your timer. Sometimes your time may run out before all Lemmings have been saved.
- If you make an error in your planning and do not want to wait for time to run out before making a second attempt, simply select the Lemming Bomb to eliminate all Lemmings from the play screen.
- Some obstacles have arrows that point in a specific direction. This means that they can only be penetrated in that direction. To tackle this obstacle command a Climber to scale the obstacle, then turn him into a Floater so he will arrive safely on the ground. Then when he turns around, command him to Bash in the direction the arrows are pointing.
- Builders do not build as fast as the other Lemmings walk. So, command a Blocker to stop the other Lemmings from walking off the incomplete bridge. When the bridge is complete, turn the Blocker into a Bomber but be careful because if he is too close to the bridge, he may blow part of it up when he explodes. OR dig under him so he loses his footing and begins walking again. Remember, if you dig too close to the bridge you may ruin it.

FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna.
— Relocate the NES with respect to the receiver.
— Move the NES away from the receiver.
— Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.